AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior revisions, and listings, of claims in the

application.

Listing of Claims:

1. (*Currently amended*) A method for processing data in a community established on

a website, the method comprising:

a) receiving a signal from a user who accesses the community and selects a link

provided by the community, wherein the link connects the user to a link program ~~by a~~

~~community visitor, accessing the community and selecting a link program prepared in the~~

~~community~~;

b) confirming whether the <u>user</u> ~~community visitor~~ executes or terminates the link

program;

c) receiving visitor-related data related to the execution of the link program when the

link program is terminated; and

d) processing and utilizing the visitor-related data in the community.

2. (*Original*) The method of Claim 1, further comprising:

e) storing the processed visitor-related data in the community.

3. (*Original*) The method of Claim 1, wherein the community comprises a café,

homepage, blog, mini-room, or mini-homepage, which are established in web sites on the

Internet.

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4. (*Currently amended*) The method of Claim 1, wherein the link program is a program stored in ~~connected to~~ other websites and linked from the website which provides the user with the community user interface.

5. (*Currently amended*) The method of Claim 1, wherein the link program is a program stored in ~~connected to~~ a contents server of the website to which the community belongs and linked from the website which provides the user with the community user interface.

6. (*Currently amended*) The method of Claim 4 ~~or 5~~, wherein the link program is a game program.

7. (*Original*) The method of Claim 6, wherein the visitor-related data are game or community use data.

8. (*Original*) The method of Claim 1, wherein the visitor-related data are at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used.

9. (*Original*) The method of Claim 1, wherein the stored visitor-related data are updated whenever the community visitor executes and uses the link program.

10. (*Currently amended*) The method of Claim 1, wherein the user ~~community visitor~~ acquires events for the execution of the link program.

11. (*Original*) A method for processing data in a community established on a website, the method comprising:

a) by a community visitor, accessing the community and selecting a link program prepared in the community;

b) receiving visitor-related data related to execution of the link program;

c) processing and utilizing the visitor-related data in the community; and

d) storing the processed visitor-related data in the community.

12. (*Original*) The method of Claim 11, wherein the community comprises a café, homepage, blog, mini-room, or mini-homepage, which are established in web sites on the Internet.

13. (*Original*) The method of Claim 11, wherein the link program is a program connected to a contents server of the website to which the community belongs or a program connected to other websites.

14. (*Original*) The method of Claim 13, wherein the contents server causes the link program to be executed on a web browser of the community.

15. (*Original*) The method of Claim 13, wherein the link program is a flash game program.

16. (*Currently amended*) A system for processing data in a community established on a website, comprising:

a connector for determining whether ~~or not~~ a community visitor is permitted to access the community;

a controller ~~for~~, the controller allowing ~~causing~~ the community visitor ~~with permission~~ to access the community to select a link to a link program, provided by ~~prepared in~~ the community, the controller ~~and~~ receiving visitor-related data from a component ~~website~~ providing the link program;

a data processor for processing the visitor-related data such that the visitor-related data are utilized in the community; and

a data storage for storing the processed visitor-related data.

17. (*Original*) The system of Claim 16, wherein the controller keeps a resource occupation ratio of a system operated by the community at an appropriate level such that the resource occupation ratio does not exceed a prescribed rate.

18. (*Currently amended*) The system of Claim 16, wherein the link program is a program stored in ~~connected to~~ a contents server of the website to which the community belongs or a program stored in ~~connected to~~ other websites than the website to which the community belongs.

19. (*Original*) The system of Claim 16, wherein the contents server causes the link program to be executed on a web browser of the community.

20. (*Original*) The system of Claim 16, wherein the community comprises a café, homepage, blog, mini-room, or mini-homepage, which are established in web sites on the Internet.

21. (*Original*) A method for processing game-linked data in a community established on a website, the method comprising:

a) by a community visitor, accessing the community and selecting a game program prepared in the community;

b) confirming whether the community visitor executes or terminates the game program;

c) receiving game data of the visitor obtained in connection with the execution of the game program when the game program is terminated;

d) processing the game data of the visitor as ranking data in the community; and.

e) storing the processed ranking data in the community.

22. (*Original*) A method for processing game-linked data in a community established on a website, the method comprising:

a) by a community visitor, accessing the community and selecting a game program prepared in the community;

b) confirming whether the community visitor executes or terminates the game program;

c) receiving game data of the visitor obtained in connection with the execution of the game program when the game program is terminated;

d) processing the game data of the visitor as ranking data in the community;

e) storing the processed ranking data in the community; and

f) updating the ranking data by repeating the steps b) to d) whenever the visitor executes and uses the game program.

23. (*New*) The method of Claim 5, wherein the link program is a game program.

24. (*New*) The method of Claim 23, wherein the visitor-related data are game or community use data.